

**ATARI® 2600™** VIDEO GAME

# 32 <sup>IN</sup> 1 GAME



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## Fishing Derby

The object of this game is to catch the fish without letting the shark get them.

- 1–2 players
- Use the joystick to move the fishing line to catch the fish and avoid the shark.
- Scoring: 6 points for fish caught at the bottom, 4 points for fish in the middle, and 2 points for fish near the top

## Sky Diver

The object of the game is to guide the Sky Diver to the landing pad.

- 2 players
- Games 1 and 2 are the same, except the landing pad is smaller in game 2. In games 3 and 4, the landing pads move back and forth; the pads are smaller in game 4. In game 5, there's only one landing pad; the first player to land on it scores points.
- Press the fire button to release the Sky Diver. Pull back on the joystick to open the parachute. Move the joystick right or left to steer the Sky Diver.
- The wind sock at the bottom of the screen tells which way the wind is blowing and the wind's speed.
- Scoring: You can score 0–10 points per jump, depending on when you open the chute. (The later the chute opens, the higher the score.) You lose 4 points if the Sky Diver hits the ground with an unopened chute.

## Air-Sea Battle

The object of the game is to score points by hitting moving objects, such as planes, helicopters, ships, and submarines.

- 1–2 players
- Games 3, 6, 9, 12, 15, 18, 21, 24, and 27 are for one player. The others are for two players.
- In games 1–6, push the joystick forward and back to change the angle of the gun. Press the fire button to shoot. In games 7–12, push the joystick left or right to move the submarine. Press the fire button to shoot. In games 13–15, push the joystick forward or back to change the angle of the gun and left or right to move the gun across the screen. Press the fire button to shoot. In games 16–27, push the joystick forward or back to control the speed of travel.
- Scoring: Games end after 2 minutes and 16 seconds or when a player scores 99 points.

## Bowling

The object of this game is to get the highest bowling score by knocking down as many pins as you can.

- 1–2 players (games 1, 3, and 5 for 1 player; 2, 4, and 6 for 2)
- Move the joystick to position the player. Press the fire button to release the ball.
- In games 1 and 2, you can move the joystick to set up a curveball. In games 3 and 4, you can move the joystick to steer the ball once it is in the alley. In games 5 and 6, you cannot move the ball once it has been thrown.
- Scoring is like that in regular bowling. You can score 0 to 30 points in each frame. Your points for the frame depend upon whether you roll a strike, spare, or leave an open frame.



## Laser Blast

The object of the game is for your spaceship to destroy the enemy's firebases.

- 1 player
- 4 game levels
- Move the joystick to control the spaceship's movement. Push the fire button to shoot the firebases.
- If your spaceship is hit, move the joystick to make the spaceship land on the firebase.
- Scoring: 10 points for hitting each of the first three firebases, and 10 additional points at each level, up to 90 points for the last three firebases

## Football

In this game your football team tries to beat your opponent's through the selection of game plays.

- 2 players
- There are five offensive formations (split left, tight right, split right, tight left, and punt) and five defensive formations (wide left, tight right, wide right, tight left, and deep). Use the joystick to program your plays. For a punt formation, push the fire button.
- In games 1 and 2, players can control their players with their joysticks. The offense controls the ball and can pass or punt by pressing the fire button. You can control the path of a pass or kick by using the joystick. The defense controls the linemen. The defense fire button controls the defensive back. In game 3, offense and defense program their plays and watch the computer run them out. Neither player can control the players' movements, but the offense can pass or kick the ball using the fire button.
- Scoring: 7 points for a touchdown, 2 points for a safety

## Basketball

The object of this game is to shoot the most baskets.

- 1-2 players
- Use the joystick to move the player on the court. The player with the ball will always face the basket. Press the fire button to position the player's arms for the shoot and release the button when you're ready to shoot. The defending player will always face the ball. Press the fire button to make the defending player jump to block the shot. To steal the ball, place your player's feet even with your opponent's and take the ball during the dribble.
- Scoring: 2 points for each basket

## Homerun

The object of this game is to score the most runs.

- 1-2 players (games 1-4 for 1 player; 5-8 for 2)
- To control the batter, move the joystick in the direction you want to hit the ball. To stop your runner, push the fire button before you reach the base. To pitch the ball, press the fire button; then move your joystick forward for a fastball, back for a slow pitch, and right or left for a curve. After the batter hits the ball, use the joystick to move the outfielders in the direction you want for them to catch the ball or make an out.
- Scoring: 1 point for each run

## Combat

This game offers 27 different game variations in which you try to outwit your opponent.

- 2 players
- **Tank Games (1–5):** The object is to hit your opponent as many times as you can. You score 1 point for each hit.
- **Tank-Pong Games (6–9):** The missile can bounce off walls and barriers on the playfield. You score by hitting your opponent head-on or by bouncing your missile.
- **Invisible Tank Games (10–11):** You and your opponent are invisible to each other until a missile is fired or a hit is made. The tanks become visible when they bump into a wall or barrier.
- **Invisible Pong Games (12–14):** These games combine the invisible play feature with the missile action of Tank-Pong.
- **Bi-Plane Games (15–20):** In these games, bi-planes try to shoot each other out of the sky.
- **Jet-Fighter Games (21–27):** These games test your ability to outwit your opponent as a jet-fighter pilot.

## Stampede

The object of this game is to stop the stampede by roping the cattle.

- 1 player
- Use the joystick to move the cowboy up or down. Push the fire button to rope the cattle.
- 8 game levels: The speed of the stampede increases at each level.
- Scoring: 25 points for white cattle, 15 points for tan cattle, 3 points for brown cattle, 100 points for stationary black cattle

## Combat (continued)

- For all tank games, the joystick can be moved left, right, or forward to control the tank's movement. In bi-plane games, move the joystick from left (slowest) to right (fastest) to control your speed; to dive, move the joystick forward; to climb, move it back. In jet-fighter games, move the joystick forward (fastest) to backward (slowest) to control speed; move it right or left to turn.

## Outlaw

The object of this game is to outshoot your opponent.

- 1–2 players
- Use the joystick to control the movement of your gunfighter. Push the fire button to shoot.
- 16 game levels
- Scoring: 1 point for each hit



## Freeway Chicken

The object of this game is to get the chicken across the freeway without being hit by a car.

- 1-2 players
- 8 game levels: The difficulty increases with each level.
- Use the joystick to control the chicken's movement. Move the joystick up or down to move the chicken forward or back across the freeway lanes. Move the joystick left or right to make the chicken stand still to avoid oncoming cars.
- Scoring: 1 point for each time the chicken makes it safely to the other side of the freeway

## Tennis

The object of the game is to win the tennis match.

- 1-2 players
- Use the joystick to control the movement of the tennis player. Press the fire button to serve the ball.
- Scoring: First point = 15, second point = 30, third point = 40, fourth point = game. The first player to win six games with a two-game lead wins the set.

## Slot Machine

This game works like a slot machine. The object is to line up three of the same items in a row.

- 1-2 players (odd number games for 1 player, even number games for 2)
- Place your bet by pressing the fire button. Push the joystick to the right to spin.

## Skiling

The object of this game is to get the skier down the hill quickly, without hitting any of the obstacles.

- 1 player
- In games 1-5, use the joystick to move the skier between the flags. In games 6-10, move the joystick to move the skier down the course without hitting any trees. The speed increases at each level.
- Scoring: You lose a point for each obstacle you hit.

## Freeway Rabbit

The object of this game is to get the rabbit across the freeway without being hit by a car.

- 1–2 players
- 8 game levels: The difficulty increases with each level.
- Use the joystick to control the rabbit's movement. Move the joystick up or down to move the rabbit forward or back across the freeway lanes. Move the joystick left or right to make the rabbit stand still to avoid oncoming cars.
- Scoring: 1 point for each time a rabbit makes it safely to the other side of the freeway

## Space War

The object of the game is to hit your opponent's spaceship with missiles.

- 2 players
- Use the joystick to control the position of your spaceship. Press the fire button to shoot.
- Games 1, 2, 4, and 6 have the galaxy boundary feature; your spaceship will bounce off the playfield's boundaries. In games 3, 5, and 7, when your spaceship moves off the edge of the boundary, it will go into warp drive and reappear on the opposite side. In games 4 and 5, you have to fight the sun's gravity to keep your spaceship from exploding. In games 2–7, you can make your spaceship go in and out of hyperspace by pulling the joystick toward you; the ship will become invisible, but you won't be able to fire missiles. In games 6 and 7, you can return to your starbase to refuel and resupply your missiles.
- Scoring: 1 point when your opponent's spaceship explodes

## Miniature Golf

The object of this game is to hit the ball into the cup in each of the nine holes, using as few strokes as possible.

- 1–2 players
- Use the joystick to position the club. Press the fire button to hit the ball.
- Scoring: 1 point for each stroke. The goal is to match or beat the par for each hole.

## Boxing

The object of this game is to outbox your opponent.

- 1–2 players
- Use the joystick to control the movement of your boxer. Use the fire button to cover up or to hit your opponent (press button and move handle away from opponent to cover up, move handle toward opponent to jab, pull handle back to land a body blow, and push handle forward to land a payoff punch).
- The match consists of seven two-minute rounds. The boxer who knocks out or TKOs (12 punches without the opponent landing a punch or getting away) the opponent is the winner. If the fight goes the full seven rounds, the player with the most points is the winner.
- Scoring: The payoff punch earns the most points; the body blow, the next highest; and the jab, the least. Covering up earns points for defensive boxing. A boxer can earn a maximum of 99 points in a fight.



## Checkers

The object of this game is to capture your opponent's checkers.

- 1-2 players
- Press the fire button to select the piece you want to move. Use the joystick to move the piece to the desired square, and then press the fire button again.
- Scoring: The first player to capture all the other's checkers wins.

## Slot Racers

The object of this game is to maneuver through the course and shoot your opponent.

- 2 players
- 9 game levels: The difficulty increases with each level.
- Use the joystick to maneuver through the course. Press the fire button to shoot.
- Scoring: 1 point for each hit

## Blackjack

In this game, players compete against the computer dealer to get 21. The rules are the same as in a regular game of Blackjack.

- 1-3 players
- Use the paddle controller to place your bet and to indicate whether you want to stay, double your bet, or take a hit. When a question mark appears below your total number of chips, place your bet by turning the controller knob to the number of chips you wish to bet and pressing the button. After the cards have been dealt, turn the knob to the action you want to take. If you choose HIT, press the button for each card you want. Turn the knob to STAY when you don't want any more cards.
- Points: Number cards = face value; J, Q, K = 10 points; A = 1 or 11 points
- You win when your hand is equal to more points than the dealer's without exceeding 21 points, when the dealer busts (exceeds 21 points), or when you score a Blackjack (an ace and a face card or a 10).

## Fishing

The object of this game is to catch the crabs without letting the shark get them.

- 1-2 players
- Use the joystick to move the fishing line to catch the crabs and avoid the shark.
- Scoring: 6 points for crabs caught at the bottom, 4 points for crabs in the middle, and 2 points for crabs near the top

## Fun with Numbers

This game presents addition, subtraction, multiplication, and division problems.

- 1 player
- Games 1 and 5 present addition problems; 2 and 6, subtraction; 3 and 7, multiplication; and 4 and 8, division.
- Move the joystick forward to cycle through numbers 0–9. Move the joystick back to cycle from 9–0. Move the joystick left or right to move the answer line. Press the fire button to record your answer. Musical tunes indicate whether your answer is right or wrong.
- Scoring: 1 point for each correct answer

## Golf

This game is based on a traditional golf game. The object is to hit the ball into the cup on each hole, using as few strokes as possible.

- 1–2 players
- Use the joystick to move the player around the course and to position the club for the swing. The club always points toward the ball. Press the fire button to begin the backswing. The longer you hold the button down, the farther the ball will travel when hit. Release the button to hit the ball.
- In two-player games, the left player starts and plays the entire hole. Then the right player plays the same hole.
- Scoring: 1 point for each stroke. The object is to complete the course with as few points as possible. (Par for the course is 36.)

## 3D Tic-Tac-Toe

This game is a three-dimensional version of Tic-Tac-Toe. The object is to capture four consecutive squares.

- 1–2 players
- Select games 1–8 for one player and game 9 for two players.
- Use the joystick to move your mark. Push the fire button to place the mark on a square.
- Scoring: The winner is the first player to get four squares in a row.

## Surround

The object of this game is to outmaneuver your opponent.

- 1–2 players
- Use the joystick to control the direction of your tracks. In games with the Erase feature, press the fire button to hide your tracks temporarily.
- Games 2 and 4 are for 1 player. The other games are for two players. In games 3, 4, 6, 7, and 9–12, the speed of the tracks increases as they move across the field. In games 5–7, and 10–12, you can move diagonally. In games 7 and 12, you can temporarily hide your tracks by holding down the fire button. In games 9–12, you can move your leader block off the screen so that it appears on the opposite side.
- Scoring: You get 1 point when your opponent hits another part of his or her track or yours. The first player to score 10 points wins.



## UFO

The object of the game is to destroy aircraft and tanks before they get your spaceship.

- 1 player
- 16 game levels: The difficulty increases at each level.
- The fire button activates the spaceship and fires shots. Move the joystick forward or back to move the spaceship up or down.
- Scoring: 20 points for house, 25 for balloon, 50 for helicopter, 100 for tank or plane

## Human Cannonball

The object of the game is to shoot the person out of the cannon and into the water tower.

- 1-2 players
- The joystick controls the cannon angle and position and the speed of the Human Cannonball, depending upon the game. Push the fire button to shoot the Human Cannonball out of the cannon.
- In games 1-4, the water tower can be moved after the Cannonball is shot from the cannon. In games 1-3 and 5-7, the angle of the cannon can be controlled by the joystick. In games 3 and 7, the speed of the Cannonball can be controlled by the joystick. In games 4 and 8, the cannon position can be controlled by the joystick. In games 5 and 8, a moving window appears in front of the water tower; the idea is to shoot the Cannonball through the window.
- Scoring: In one-player games, you score 1 point for each successful shot. The computer scores 1 point against you for each miss. In two-player games, each player scores 1 point for each successful shot.

## Flag Capture

The object of this game is to find the square that contains the flag.

- 1-2 players
- In games 1-4, two players compete to see who can capture 15 flags first. In games 5-7, two players compete to see who captures the most flags in 75 seconds. In games 8-10, one player competes against the clock.
- Use the joystick to move across the squares. Push the fire button to see if a square contains the flag, hints to the flag's location (an arrow directing you to the flag or a number indicating how many squares away the flag is), or a bomb that returns you to the first square.

## Reversi

The object of this game is to capture as many of the 64 squares as you can. You need to outflank your opponent by capturing a square on both sides of your opponent's square or row of squares. When you do this, your opponent's squares will change to your color (white or black).

- 1-2 players
- In games 1-3, one player challenges the computer. (The computer's skill increases with each level.) In game 4, two players oppose each other.
- The joystick controls the position of the cursor. Push the fire button to take a square.
- Scoring: You get 1 point for each square you capture. You lose 1 point for each of your squares your opponent captures.

